Warband Building and Scenarios

The *War of the Dragon Queen*™ set is designed for Limited-format play using 500-point warbands. When playing Out Of The Box scenarios or in draft formats, each player should have two *War of the Dragon Queen* Booster Packs and build warbands of up to 500 points.

Epic Creatures

The *War of the Dragon Queen* set can be played using two formats: warbands of 200 or 500 points. Four creatures have two skirmish stat cards: One card provides information for using the creature in a 200-point warband, and the other card, printed in blue, provides stats for the more powerful ("epic") version of the creature for use in a 500-point warband. The 200-point-play card has D&D roleplaying stats on the reverse, and the epic card has a large illustration of the creature on the reverse. Twelve powerful *War of the Dragon Queen* creatures are Huge and have epic-only skirmish stat cards. These creatures can be played only in 500-point warbands.

Constructed Play: Epic versions of creatures are not legal in 200-point skirmishes. In 500-point Epic skirmishes, creatures of any cost are legal, and you can choose between a creature's standard or epic stats and point cost. You could even build a 500-point warband including standard and epic versions of the same non-Unique creature, so long as you clearly mark which is which and inform your opponent.

Limited Play: Epic creatures from this set cannot be used in 200-point play.

RPGA Statistics

Three *War of the Dragon Queen* creatures—Cleric of Syreth, Spellscale Sorcerer, and Storm Archer—have statistics for 1st-level player characters on the D&D Roleplaying Stats side of the card rather than the higher-level characters of the skirmish side. These characters are official and approved for use in the RPGA® Xen'drik Expeditions campaign. Complete character sheets for these characters and others are available on the RPGA website (**www.rpga.com**).

Special Ability and Spell Clarifications

New rules and clarifications that directly affect the *War of the Dragon Queen* set are summarized here.

Blood Syphon: This creature gains bonuses on its attack and damage against a living enemy as long as that enemy is adjacent when this creature activates.

briar web: An affected creature takes damage and has movement hindered as though in difficult terrain the next time it moves, regardless of when that move occurs. It is not further affected by that casting of the spell.

Counterspell [#]: This creature can cancel the effects of a spell of up to the listed level that is being cast by any enemy spellcaster within line of sight. It does not have to target the nearest caster. The spell is considered to have been cast.

Deific Favor: The benefit from this special ability takes effect as soon as an enemy has been destroyed. Affected creatures gain no additional benefit from the destruction of more enemies.

Distracting Presence: As long as an enemy is adjacent to this creature, that enemy does not score victory points for occupying victory areas.

DR 10: The Bluespawn Godslayer is the first creature in the **D&D Miniatures Game** to have a DR greater than 5.

Jouster +[#]: This creature deals [#] additional damage against enemy creatures whose Type line contains "Mounted."

Magic Stone: The wording of this ability is slightly different from that on the Stonechild from the *Dragoneye*™ set, but it has the same effect. It increases the creature's ranged magic damage against Undead creatures.

Mob [#]: This ability lets you exceed the usual warband-building limits; every [#] creatures count as a single creature for that purpose.

Mounted Melee Attack: This creature can move up to twice its Speed and still make a single melee attack during its turn. It has no additional effect when this creature charges.If this creature also has Flight, its movement beyond the first square does not provoke attacks of opportunity when it uses Mounted Melee Attack.

Mounted Ranged Attack: This special ability works just like Mounted Melee Attack, except that this creature can move up to twice its Speed and make a single ranged attack during its turn.

Natural Soul: Only commanders with Beastmaster grant the bonus with this special ability. Abilities that refer to Beastmaster (such as Dragonmaster) do not affect creatures with Natural Soul.

Poison Sting: You must declare that this creature is using Poison Sting before making the attack roll.

Squad Activation: All creatures in your warband with the specified name must activate at the same time (make decisions for each one at a time). All these activations count as one of your activations in this phase.

Strike in the Air: Once per turn, if this creature uses Pushback against an adjacent enemy, it can make an additional attack against that enemy. The attack takes place after the enemy is pushed.

Thorny Grasp: Once the affected creature makes its save, both effects of this ability end.

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The **D&D Miniatures Game** website features updates, previews of upcoming sets, and free downloads. It also has an online warband generator, roleplaying maps and encounters, skirmish variants, an updated rulebook, and more. There's a link to our **D&D Miniatures Game** message board, where you'll find tournament announcements, advice on building warbands, and all sorts of comments from fellow players. Join the action at **www.wizards.com/minis**.